

5. (Amended) A method comprising:

creating a first window which at least partially overlaps a second window in a region of overlap on a display;

configuring the first and second windows to move correspondingly to one another;

configuring the first and second windows such that the region of overlap is always drawn first with a chroma color and then drawn with other colors representing window elements; and

rendering dynamic video content only to areas of the region of overlap which have the chroma color

7. (Amended) An article comprising:

a memory having stored thereon instructions which, when executed by a processor, result in

creating a first window to receive dynamic video content which at least partially overlaps a second window on a region of overlap of a display;

setting the pixels of the first window to a chroma color;

setting background pixels of the second window in the region of overlap to the chroma color; and

configuring the second window to draw after the first window.

11. (Amended) An article comprising:

a memory having stored thereon instructions which, when executed by a processor, result in

creating a first window which at least partially overlaps a second window in a region of overlap on a display;

configuring the first and second windows to move correspondingly to one another; configuring the first and second windows such that the region of overlap is always drawn first with a chroma color and then drawn with other colors representing window elements; and rendering dynamic video content only to areas of the region of overlap which have the chroma color.

13 (Amended) A system comprising:

a processor;  
a memory coupled to the processor by way of a bus, the memory having stored thereon instructions which, when executed by a processor, result in creating a first window which at least partially overlaps a second window in a region of overlap on a display; configuring the first and second windows to have a common parent window; configuring the first and second windows such that the region of overlap is always drawn first with a chroma color and then drawn with other colors representing window elements; and rendering dynamic video content only to areas of the region of overlap which have the chroma color.

#### REMARKS

The referenced patent application has been reviewed in light of the referenced Office Action.

Claims 1-15 are pending in the referenced patent application. Claims 1-15 are rejected by the Office Action under 35 U.S.C. § 103(a) as being unpatentable over United States Patent